



EQUIVALENCY ACADEMY FIREARMS PROFICIENCY TEST

Washington State Criminal Justice
Training Commission
19010 1st Ave South
Burien, WA 98148-2055
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Instructions

1. This course must be completed using the agency patrol duty holster & handgun.
2. The BLEA Tactical Target will be used. The target will be scored using the scoring rings as marked on the silhouette. Hits breaking the scoring line will be awarded the higher point value. Attendees will be given two opportunities to pass the course.
3. A passing score shall be **70%** of the total possible points, **(350 out of a possible 500)**. A hit outside the scoring zones but on the silhouette will result in zero points but not constitute a miss. However, misses off the silhouette will be assessed a penalty of 10 points for each occurrence. Head shots called for in Sequence #1 (below) must be within the inner shaded zone on the target.
4. The holster must have all retention devices secured at the beginning of each sequence.
5. Malfunctions are not an excuse to stop the qualification. If a malfunction occurs, the shooter will clear the malfunction and continue. For the purpose of this examination, a malfunction is an unforeseen mechanical breakage or defect related to the weapon or ammunition and was not shooter induced such as a failure to properly seat the magazine or properly load the handgun. If the shooter was unable to complete the sequence due to a malfunction, they will be allowed to re-shoot the sequence.

Last Name	First	MI	Agency		
Agency Address:			Phone:	Email:	
Date and Location of Test:			Instructor Scoring Target:		
Handgun Make & Model:		Caliber:			
SEQUENCE	DISTANCE	DESCRIPTION	SHOTS	TIME	SCORE
1	3 Yards	Draw and fire 4 rounds (Failure drill – 2 Body, 2 Head) Untimed Tactical Reload	4	4 sec.	
2	5 Yards	Draw and fire 3 rounds; Strong-hand only. Untimed Tactical Reload	3	5 sec.	
3	5 Yards	Draw and fire 3 rounds; Support-hand only. Weapon will be drawn and fired using support-hand only. Untimed Tactical Reload	3	13 sec.	
4	7 Yards	Draw and fire 10 rounds, including a Primary Malfunction clearance (inert round inserted somewhere into the magazine will be used to simulate the failure to fire). Untimed Tactical Reload	10	15 sec.	
5	10 Yards	Draw and Fire 10 rounds (5 rounds, speed reload, 5 rounds) Untimed Tactical Reload	10	15 sec.	
6	15 Yards	Draw and Fire 10 rounds (5 rounds, speed reload, 5 rounds) Untimed Tactical Reload	10	20 sec.	
7	25 Yards	Draw and fire 10 rounds from barricade, (5 rounds left side, timed tactical reload, 5 rounds right side). Barricade <u>must</u> be used as cover & may be used as support. Untimed Tactical Reload	10	60 sec.	
			Total Shots	50	Total %:

I HEREBY CERTIFY THAT THIS BASIC HANDGUN PROFICIENCY COURSE WAS ADMINSTERED TO THE OFFICER AND THAT THE OFFICER'S POINT SCORE HAS BEEN FULLY AND ACCURATELY RECORDED.

Name of Certifying Officer (Print)

Signature of Certifying Officer

Signature of Qualifying Officer

Date